

USE OF INHERITANCE TO ALLOW CONCURRENT PROGRAMMING

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ABSTRACT OF THE DISCLOSURE

10 A process, architecture, and computer program product for using the inheritance features
 of an object-oriented system to enable multiple programmers to modify different behaviors of an
 object concurrently. A first method and a second method to be performed on the object are
 identified. The first method is developed in a first application having a first subclass of the
 object's class. A first application-specific object is an instantiation of the first subclass. The
 second method is concurrently developed in a second application having a second subclass of the
 15 object's class. A second application-specific object is an instantiation of the second subclass.
 Invoking the first method performs the first method on the first application-specific object, such
 that the object communicates as if the first method were performed on the object. Modifying the
 first method does not affect the second method, and vice versa.